

Getting started

QT-01-1288

Getting started

This manual is designed to get you up and running. It will show you how to call up some of the great Synclavier sounds and use them to create a multitrack recording.

When you have completed this manual, you will be able to go to any of the other manuals to learn about a specific area in greater depth.

Get ready . . .

You are about to learn the world's most advanced sound production system. With the Synclavier Digital Audio System, you can produce complete multitrack recordings directly in the memory of the Synclavier digital recorder. You can also

- edit recordings at the push of a button;
- create sounds and change them at will;
- synchronize an array of sound processing equipment;
- transcribe recorded sequences into publishable-quality music scores.

The Synclavier is a complete system capable of a multitude of recording studio functions. Yet it is also very simple to operate.

*The Synclavier
Digital Audio
System*



Getting started (con't)

... Get set ...

Your Synclavier Digital Audio System has been set up by a New England Digital technician.

WARNING: We strongly recommend that you have a New England Digital technician set up and test your system. If you set up your own system, please contact the Customer Service department of your nearest New England Digital office or distributor for instructions.

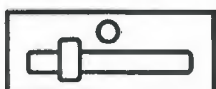
All the components —

- the Able computer control unit,
- the velocity/pressure sensitive keyboard (9600 only),
- the graphics terminal and screen,
- the drive system,

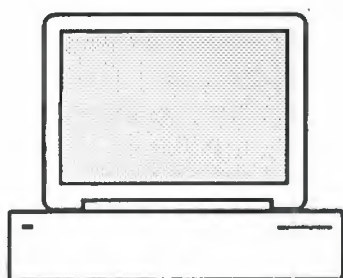
—have been properly connected to each other and to your audio system.



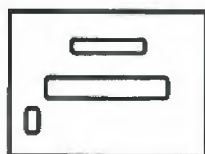
velocity/pressure sensitive keyboard (9600 only)



floppy drive

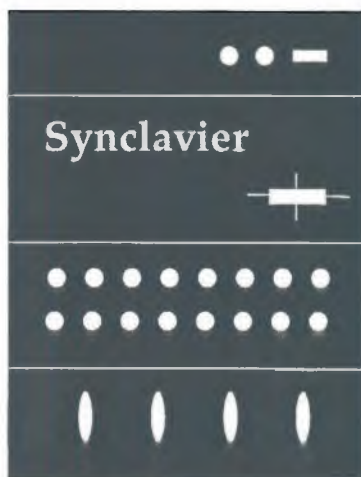


graphics terminal
and screen



Winchester drive

Able computer
control unit



Synclavier hardware

Getting started (con't)

... Go!

We recommend that you set up your system so that one switch turns on all components.

1. Turn on that power switch now.

The red power indicator on the Able computer control unit lights. The display window on the keyboard shows broken horizontal lines.

If this does not happen, check to make sure all cables are properly connected.

2. If the power indicator on the terminal screen is not lit, press the terminal screen power switch. It is located at the bottom right as you face the front of the terminal screen.

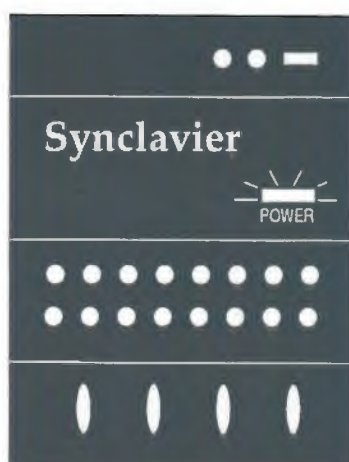
If you have never used a trackball, you may want to practice before starting to work with your Synclavier. If this is the case, proceed to "The trackball."

If you already know how to use a trackball, go on to "Using the terminal."

Note: If you have a Direct-to-Disk slave, it should be plugged into its own 20-amp outlet.

Signals when the power is turned on

Look for the red lighted power indicator on the Able computer control unit...



...and two rows of broken lines in the keyboard display window.



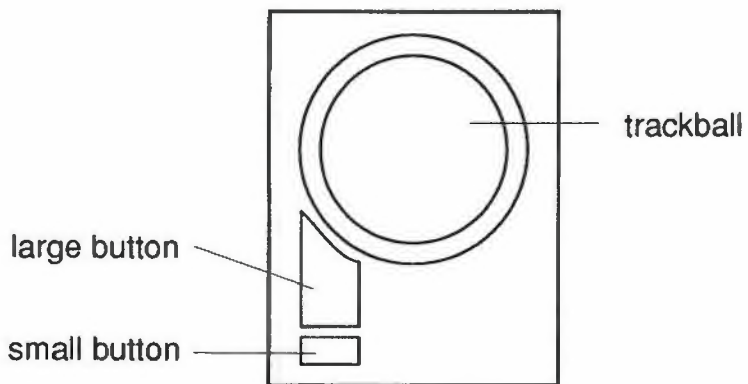
Getting started (con't)

The trackball

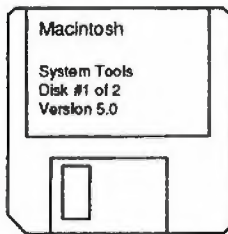
The trackball unit is a hand-operated controller that has three components.

- The trackball rolls in its socket and is used to move the arrow pointer and other items on the screen.
- The large button is used to activate a command, enter or exit displays, select items on the screen or open applications or documents.
- The small button “locks” on a selected item, so you can move the item or scroll through available options without holding the switch.

The trackball unit



Getting started (con't)



Power On key

Using the trackball

This exercise shows you how to control each of the trackball components and how to **click**, **drag** and **select** items on the screen.

1. Insert the 3.5" disk labeled System Tools Disk #1 into the disk drive of the terminal, metal end first, label side up.
2. Press the Power On key near the top right corner of the terminal keyboard.

A chord sounds and the screen shows a Welcome message. A horizontal menu bar appears at the top of the screen. An arrow pointer and a disk icon appear just below the menu bar. A trashcan icon appears at the bottom right of the screen.

3. Place your hand on top of the trackball, and move it so that the trackball rolls in its socket.

The movement of the arrow pointer on the screen corresponds to the direction and speed of the trackball movement.

4. Roll the trackball until the tip of the pointer is on the trashcan icon. Click (press and release) the small button to select and lock the trashcan icon.
5. Roll the trackball to drag the trashcan icon to another location.

An outline of the icon moves with the pointer.

(con't next page)

Using the trackball (con't)

6. Click the small button to unlock the icon.

The icon remains selected and quickly moves to the location you chose.

7. With the pointer on the trashcan icon, press and hold the large button while you roll the trackball.

An outline of the icon moves with the pointer.

8. When the icon is in the desired location, release the button.

The icon remains selected and quickly moves to the location you chose.

9. When you have finished practicing, roll the trackball to the top of the screen until the tip of the pointer is on Special. Click the small button to lock the menu.

The Special menu items appear.

10. Roll the trackball until the tip of the pointer is on Shut Down. Click the small button to select Shut Down.

The disk ejects from the drive, the terminal screen becomes dark and the terminal is turned off automatically.

Note: Use the large button for double-clicking or to close a window by clicking.

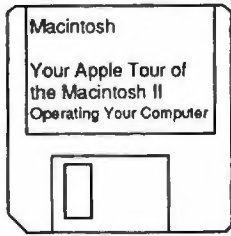
Special

Clean Up Selection
Empty Trash
Erase Disk
Set Startup...

Restart

Shut Down

Getting started (con't)



Power On key

Using the terminal

If you already know how to use a Macintosh II, go on to "Starting the software."

If you have never worked with a Macintosh, we recommend that you now use the Macintosh training disk.

1. Insert the 3.5" disk labeled "Your Apple Tour of the Macintosh II" into the disk drive of the terminal.
2. Press the Power On key near the top right corner of the terminal keyboard.

A chord sounds, the screen displays a Welcome message and a tutorial program begins.

3. Follow the tutorial instructions, using the trackball instead of a mouse to manipulate items on the screen.

(con't next page)

Using the terminal (con't)

4. When you are finished, select Quit from the Main Menu of the tour. Select Yes when you are prompted to confirm the Quit command.

The disk is ejected from the drive and the terminal is restarted automatically. In a few moments, a horizontal menu bar appears at the top of the screen.

5. Roll the trackball until the tip of the pointer is on File, at the top of the screen.
6. Press and hold the large trackball button while you roll the trackball to move the pointer.

The File menu appears.

7. When the pointer is on Quit, release the trackball button to select Quit.

In a few moments, the menu bar changes.

8. Select Shut Down from the Special menu.

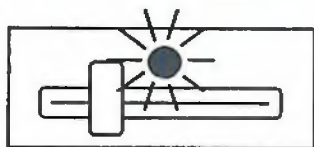
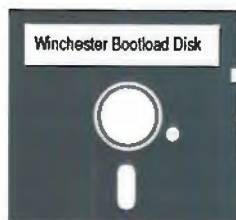
The screen becomes dark and the terminal is turned off automatically.



Getting started (con't)



Power On key



Starting the software

If there is no 3.5" disk in the drive, the internal hard disk in your Macintosh II will automatically activate the terminal when you press the Power On key.

1. Press the Power On key near the top right corner of the terminal keyboard.

A chord sounds and the screen shows the New England Digital logo.

A horizontal menu bar appears at the top of the screen with the names of menus in the NED Startup program. Below the menu bar, a window opens with a flashing rectangle in the top left corner.

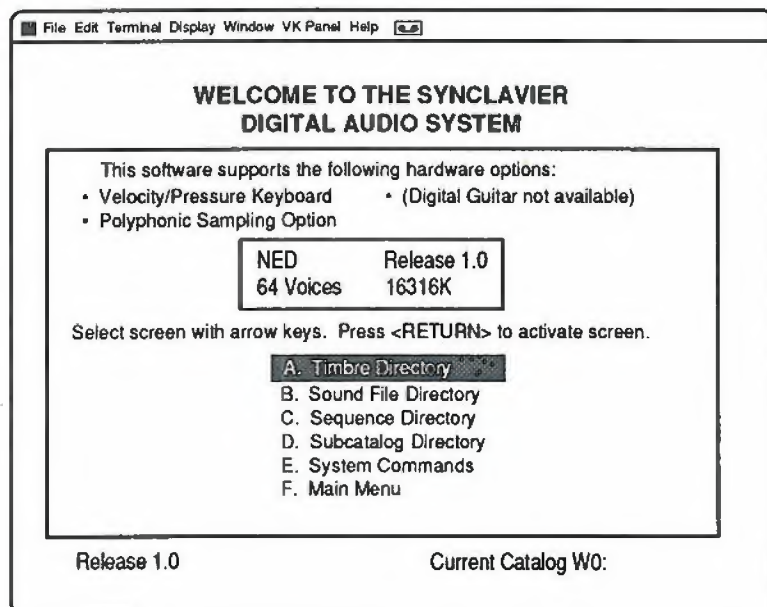
2. Hold the labeled end of the 5.25" Winchester Bootload disk and insert the disk into the floppy drive, label side up. (The floppy drive is the small black box attached to the FLOPPY DRIVE 0 connector on the Able computer panel.)
3. Turn the lever on the floppy drive down.
4. Press the red LOAD button on the floppy drive.

A brief series of messages appear on the screen, followed by the Welcome Menu.

The keyboard display window shows the software release name, the number of voices and the amount of memory installed in your system. Three buttons light on the keyboard control panel.

Look for the **Welcome Menu** on the terminal screen...

*Welcome Menu and
release message*



...and the release message and three lighted buttons
on the keyboard control panel.



Getting started (con't)

Display	
Half Size	⌘5
Mid Size	⌘6
Full Size	⌘7
Show Title & Scrollbars	⌘8
Extended	
White-on-Black	

Changing the window size

You can view the window on the terminal screen in any one of three sizes.

- Half Size uses about one-fourth the area of the terminal screen.
- Mid Size uses about one-third the area of the terminal screen.
- Full Size is the same size as the terminal screen.

You can change the window size using the Display menu.

1. Roll the trackball until the tip of the pointer is on Display, at the top of the screen.
2. Press and hold the large trackball button while you roll the trackball to move the pointer.

Each menu item highlights when the pointer is on it.

3. When the pointer is on the desired size, release the trackball button.

The window changes to the selected size.

You also can change the window size by using terminal keyboard commands.

- Press ⌘-5 to select Half Size.
- Press ⌘-6 to select Mid Size.
- Press ⌘-7 to select Full Size.

Operating the Synclavier

The Synclavier is operated by playing on the keyboard and by using the buttons, control knob and display window on the panel above the keyboard.

You press a button to select a function, start an operation or display a value. You change a displayed value by turning the spring-loaded control knob to the right or left. All changes are reflected in the display window.

Additional control is provided by a ribbon controller located above the keyboard, and pitch and mod wheels to the left.

Many Synclavier functions are also performed at the terminal using the terminal keyboard and trackball.

The **trackball cursor**—a crosshair on the screen—moves as you roll the trackball. If you press the small trackball button, the trackball cursor becomes three-dimensional to indicate that the button is locked. When you press the small trackball button again, the cursor changed back to a crosshair to indicate that the button is unlocked. When the crosshair is positioned on a desired item, click the large trackball button to select the item.

The **screen cursor**—a flashing rectangle—is moved by pressing the arrow keys on the terminal keyboard. When the screen cursor is positioned on the desired display name or other item, press the Return key to make the selection.

You also can select a display by typing the letter that precedes it.